Heuristics to checkout in the future

* While branching, subproblems don't have to be ‘Mutually Exclusive’
* Use of parallel programming on subproblem -> having a wide tree instead of binary tree
* Trying different measures for scoring and sorting the nodes:
  + For hyper-squares -> condition number
  + Best Lower Bound -> split along longest edge?
  + Worst Lower Bound
  + Probabilistic function -> “promising index”: <http://refhub.elsevier.com/S1572-5286(16)00006-2/sbref43>
* Different possible sorting algorithms and the suited data structures for keeping the nodes
* Branch into equal shapes to decrease the calculations -> Based on the formulation of our bounding algorithm -> class needs to choose what inputs to give to the bounder class. (single input or batch)
* Another heuristic is to minimize M: